

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended): A gaming device comprising:  
a base game operable upon a wager by a player, wherein the wager includes a variable first component and a variable different second component;  
a bonus game triggered if the player selects at least a threshold amount for the first component of the wager in the base game and achieves a designated outcome in the base game;  
a meter in the bonus game which is ~~changed~~ changeable based on the second component of the wager in the base game after the bonus game is triggered; and  
an award generation event associated with the meter which is adapted to be provided to the player when a designated level is reached on the meter.

Claim 2 (original): The gaming device of Claim 1, wherein the meter is effected linearly proportionally based on the amount of the second component of the wager.

Claim 3 (original): The gaming device of Claim 1, wherein the base game is selected from the group consisting of: slot, poker, keno and blackjack.

Claim 4 (original): The gaming device of Claim 1, wherein the meter is adapted to remain unchanged upon a cashout by the player.

Claim 5 (original): The gaming device of Claim 1, wherein the base game is a slot game and wherein the first component is a number of paylines wagered and the second component is a wager per payline.

Claim 6 (original): The gaming device of Claim 1, wherein the base game is a slot game and wherein the second component is a number of paylines wagered and the first component is a wager per payline.

Claim 7 (original): The gaming device of Claim 1, wherein the first component is a number of games/hands played upon making the wager and the second component is a wager placed per game/hand played.

Claim 8 (original): The gaming device of Claim 1, wherein the second component is a number of games/hands played upon making the wager and the first component is a wager placed per game/hand played.

Claim 9 (original): The gaming device of Claim 1, wherein the threshold amount for the first component is the maximum amount for the first component.

Claim 10 (original): The gaming device of Claim 1, wherein the meter is changed based on the amount selected for the second component of the wager.

Claim 11 (original): The gaming device of Claim 1, wherein the award generation event includes a number of free reel spins, a number of free games, a free reel spin with one or more wild symbols, a credit transfer, a credit multiplication, a video display, a mechanical display or any combination thereof.

Claim 12 (original): The gaming device of Claim 1, which is controlled through a data network or computer storage device.

Claim 13 (original): The gaming device of Claim 12, wherein the data network includes an internet.

Claim 14 (original): The gaming device of Claim 1, wherein a determination of whether the particular outcome in the base game occurs is made prior to the player's play of the base game.

Claim 15(original): The gaming device of Claim 1, which includes a second bonus game played if the player does not select at least the threshold amount for the first component of the wager in the base game and achieves the designated outcome in the base game.

Claim 16 (currently amended): A gaming device comprising:  
a slot game operable upon a wager by a player, said wager including a number of paylines played and a wager per payline;  
a bonus game triggered if the player selects at least a threshold amount for the number of paylines played and achieves a designated outcome in the slot game;  
a meter in the bonus game which is ~~changed~~ changeable based on the wager per payline after the bonus game is triggered; and  
an award generation event associated with the meter which is adapted to be provided to the player when a designated level is reached on the meter.

Claim 17 (original): The gaming device of Claim 16, wherein the meter is changed linearly proportionally based on the amount selected for the wager per payline.

Claim 18 (original): The gaming device of Claim 15, wherein the meter remains unchanged upon a cashout by the player.

Claim 19 (original): The gaming device of Claim 16, wherein the meter is changed based on the amount selected for the wager per payline.

Claim 20 (original): The gaming device of Claim 16, which includes a second bonus game played if the player does not select at least the threshold amount for the number of paylines played in the base game and achieves the designated outcome in the base game.

Claim 21 (currently amended): A gaming device comprising:  
a slot game operable upon a wager by a player, said wager including a number of paylines played and a wager per payline played;  
a bonus game triggered if the player selects at least a threshold amount for the wager per payline played and achieves a designated outcome in the slot game;  
a meter in the bonus game which is ~~changed~~ changeable based on the number of paylines played after the bonus game is triggered; and  
an award generation event associated with the meter which is adapted to be provided to the player when a designated level is reached on said meter.

Claim 22 (original): The gaming device of Claim 21, wherein the meter is changed linearly proportionally based on the number of paylines played.

Claim 23 (original): The gaming device of Claim 21, wherein the meter is adapted to remain unchanged upon a cashout by the player.

Claim 24 (original): The gaming device of Claim 21, wherein the meter is changed based on the number of paylines played.

Claim 25 (original): The gaming device of Claim 21, which includes a second bonus game played if the player does not select at least the threshold amount for the wager per payline played in the base game and achieves the designated outcome in the base game.

Claim 26 (withdrawn): A bonus game for a slot machine comprising:  
a determination of a number of reels of a plurality of slot machine reels on which to display wild symbols;  
a designation of which of the reels to include wild symbols based on the number generated;  
a video display of the wild symbols appearing on the designated reels;  
a generation of the non-designated reels; and  
an award evaluation made using the wild symbols and symbols generated on the non-designated reels.

Claim 27 (withdrawn): The bonus game of Claim 26, wherein the wild symbol represents each symbol of a paytable of symbols by the slot machine.

Claim 28 (withdrawn): The bonus game of Claim 26, which includes a display of a number of paylines, wherein the award evaluation is made individually along each payline.

Claim 29 (withdrawn): The bonus game of Claim 28, wherein the number of paylines is different than a number of paylines used in base game play of the slot machine.

Claim 30 (withdrawn): The bonus game of Claim 26, wherein the determination of the number of reels having wild symbols is weighted so that at least one number is generated more than at least one other number.

Claim 31 (withdrawn): The bonus game of Claim 26, wherein the reels displaying wild symbols display only wild symbols.

Claim 32 (withdrawn): The bonus game of Claim 26, wherein the video display of the wild symbols appearing on the designated reels includes the wild symbols moving vertically into position.

Claim 33 (withdrawn): The bonus game of Claim 26, which is activated only if a player wagers a certain percentage of possible paylines or wagers a certain amount per payline.

Claim 34 (withdrawn): The bonus game of Claim 26, which is controlled through a data network or computer storage device.

Claim 35 (withdrawn): The bonus game of Claim 33, wherein the data network includes an internet.